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Submission date: February 2016
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Norwegian University of Science and Technology
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Problem description:

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

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Abstract

And after the second paragraph follows the third paragraph. Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

After this fourth paragraph, we start a new paragraph sequence. Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

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Sammendrag

Sikkerheten til nesten all offentlig nøkkel-kryptografi er basert på et vanskelig beregnbarhetsproblem. Mest velkjent er problemene med å faktorisere heltall i sine printallsfaktorer, og å beregne diskrete logaritmer i endelige sykliske grupper. I de to siste tiårene, har det imidlertid dukket opp en rekke andre offentlig nøkkel-systemer, som baserer sin sikkerhet på helt andre type problemer. Et lovende forslag, er å basere sikkerheten på vanskeligheten av å løse store likningsett av flervariable polynomlikninger. En stor utfordring ved å designe slike offentlig nøkkel-systemer, er å integrere en effektiv “falluke” (trapdoor) inn i likningssettet. En ny tilnærming til dette problemet ble nylig foreslått av Gligoroski m.f., hvor de benytter konseptet om kvasigruppe-strengtransformasjoner (quasigroup string transformations). I denne masteroppgaven beskriver vi en metodikk for å identifisere sterke og svake nøkler i det nylig foreslåtte multivariable offentlig nøkkel-signatursystemet MQQ-SIG, som er basert på denne idéen.

Vi har gjennomført et stort antall eksperimenter, basert på Gröbner basis angrep, for å klassifisere de ulike parametrene som bestemmer nøkkelene i MQQ-SIG. Våre funn viser at det er store forskjeller i viktigheten av disse parametrene. Metodikken består i en klassifisering av de forskjellige parametrene i systemet, i tillegg til en innføring av konkrete kriterier for hvilke nøkler som bør velges. Videre, har vi identifisert et unødvendig krav i den originale spesifikasjonen, som krevde at kvasigruppene måtte oppfylle et bestemt kriterie. Ved å fjerne denne betingelsen, kan nøkkel-genererings-algoritmen potensielt øke ytelsen med en stor faktor. Basert på alt dette, foreslår vi en ny og forbedret nøkkel-genereringsalgoritme for MQQ-SIG, som vil generere sterkere nøkler og være mer effektiv enn den originale nøkkel-genereringsalgoritmen.

Preface

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Contents

List of Acronyms	ix
List of Figures	xi
List of Tables	xiii
List of Algorithms	xv
1 Introduction	1
1.1 About the Thesis	1
1.2 Mobile Robotic Maintenance	1
1.2.1 Future Goal (The final product)	1
1.2.2 State of the Art in Autonomous Robots	1
1.3 Implementation Overview	1
1.4 Thesis Structure	1
2 Background Theory	3
2.1 Software Tools	3
2.1.1 Point Cloud Library	3
2.1.2 ROS	3
2.1.3 Qt	3
2.1.4 Current Research and Applications	3
2.2 Modern Sensors in Autonomous Robots	3
2.2.1 The Kinect Sensor (RGB-D sensors)	3
2.2.2 LIDAR	3
3 Implementation	5
3.1 Implementation 1	5
3.2 Implementatpon 2	5
4 Testing	7
4.1 Test Plan	7
4.2 Results	7

5	Discussion	9
6	Conclusion	11
6.1	Future Work	11
6.2	Task Fulfilment	11
6.3	Final Conclusion	11
	References	13

List of Acronyms

SWIFT Structured what-if technique

List of Figures

List of Tables

List of Algorithms

Chapter 1

Introduction

Introduction

1.1 About the Thesis

1.2 Mobile Robotic Maintenance

1.2.1 Future Goal (The final product)

A nice description of a potential final product.

1.2.2 State of the Art in Autonomous Robots

Notable projects etc.

1.3 Implementation Overview

1.4 Thesis Structure

Chapter 2

Background Theory

2.1 Software Tools

2.1.1 Point Cloud Library

2.1.2 ROS

2.1.3 Qt

2.1.4 Current Research and Applications

2.2 Modern Sensors in Autonomous Robots

2.2.1 The Kinect Sensor (RGB-D sensors)

Functionality and applications.

2.2.2 LIDAR

Chapter 3

Implementation

3.1 Implementation 1

3.2 Implementatpon 2

Chapter 4 Testing

4.1 Test Plan

4.2 Results

Chapter 5

Discussion

Chapter 6

Conclusion

- 6.1 Future Work**
- 6.2 Task Fulfilment**
- 6.3 Final Conclusion**

References

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